Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (previously presented): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by said at least one processor cause said at least one processor to operate with said at least one display device and said at least one input device to control a play of a game by:

(a) determining an initial position from a plurality of positions, each of said positions is in one of a plurality of position ranges, and each of said position ranges is associated with a plurality of position moves, the position moves associated with a first position range include positive values and the position moves associated with a second position range include positive and negative values, and a plurality of awards are associated with a plurality of said positions;

(b) enabling a player to accept or reject any award associated with the determined position;

(c) providing the player any award associated with the determined position if the player accepts said award; and

(d) if the player rejects said award:

(i) selecting one of the plurality of position moves associated with the first range of positions if said determined position is in the first position range,

(ii) selecting one of the plurality of position moves associated with the second range of positions if said determined position is in the second position range,

(iii) determining another position from said plurality of positions, said other position is based on at least one of the previous determined positions and said selected position move, and

(iv) repeating steps (b) to (d) until said award is a final award.

Claim 2 (previously presented): The gaming device of Claim 1, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by enabling the player to determine said initial position.

Claim 3 (original): The gaming device of Claim 1, wherein said other position is based on a plurality of the previous determined positions and said selected position move.

Claim 4 (original): The gaming device of Claim 1, wherein said other position is based on each of the previous determined positions and said selected position move.

Claim 5 (original): The gaming device of Claim 1, wherein the position moves in the second position range include a value component and a positive or negative component.

Claim 6 (previously presented): The gaming device of Claim 5, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by enabling the player to determine said positive or negative component for at least one of said position moves.

Claim 7 (previously presented): The gaming device of Claim 5, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by independently determining the value component and the positive or negative component for at least one of said position moves.

Claim 8 (previously presented): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by said at least one processor cause said at least one processor to operate with said at least one display device and said at least one input device to control a play of a game after a placement of a wager by:

(a) causing a selection of one of a plurality of position moves;

(b) after causing the selection of the position move, determining one of a plurality of positions based on the selected position move, a plurality of awards are associated with a plurality of said positions;

(c) after determining one of said positions, associating a terminator with at least one of said position moves;

(d) forming an offer based on any award associated with the determined position;

(e) enabling a player to accept or reject said offer;

(f) providing said offer to the player if the player accepts said offer; and

(g) if the player rejects said offer, repeating steps (a) to (f) until the player accepts an offer or said terminator is associated with said selected position move.

Claim 9 (original): The gaming device of Claim 8, wherein each position is based on the selected position move and any previously determined position.

Claim 10 (previously presented): The gaming device of Claim 8, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by enabling the player to select said position moves.

Claim 11 (previously presented): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by said at least one processor cause said at least one processor to operate with said at least one display device and said at least one input device to control a play of a game by:

(a) causing a selection of one of a plurality of position moves;

(b) determining one of a plurality of positions based on the selected position move, a plurality of awards are associated with a plurality of said positions;

(c) associating a terminator with at least one of said position moves;

(d) forming an offer based on any award associated with the determined position;

(e) enabling a player to accept or reject said offer;

(f) providing said offer to the player if the player accepts said offer; and

(g) if the player rejects said offer:

(i) increasing at least one award associated with at least one position, and

(ii) repeating steps (a) to (g) until the player accepts an offer or said terminator is associated with said selected position move.

Claim 12 (previously presented): The gaming device of Claim 11, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by increasing a plurality of the awards associated with the positions if the player rejects said offer.

Claim 13 (previously presented): The gaming device of Claim 11, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by increasing each of the awards associated with the positions if the player rejects said offer.

Claim 14 (previously presented): The gaming device of Claim 11, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by enabling the player to select said position moves.

Claim 15 (original): The gaming device of Claim 11, wherein each position is based on the selected position move and any previously determined position.

Claim 16 (previously presented): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by said at least one processor cause said at least one processor to operate with said at least one display device and said at least one input device to control a play of a game by:

(a) causing a selection of one of a plurality of position moves;

(b) determining one of a plurality of positions based on the selected position move, a plurality of awards including at least one maximum award are associated with a plurality of said positions and said maximum award is associated with at least one of said positions;

(c) associating a terminator with at least one of said position moves;

(d) forming an offer based on any award associated with the determined position;

(e) enabling a player to accept or reject said offer;

(f) providing said offer to the player if the player accepts said offer; and

(g) if the player rejects said offer:

(i) modifying said maximum award based on any award associated with the determined position, and

(ii) repeating steps (a) to (g) until the player accepts an offer or said terminator is associated with said selected position move.

Claim 17 (previously presented): The gaming device of Claim 16, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by increasing at least one award associated with at least one of said positions if the player rejects said offer.

Claim 18 (previously presented): The gaming device of Claim 16, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by increasing a plurality of the awards associated with the positions if the player rejects said offer.

Claim 19 (previously presented): The gaming device of Claim 16, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by increasing each of the awards associated with the positions if the player rejects said offer.

Claim 20 (previously presented): The gaming device of Claim 16, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by enabling the player to select said position moves.

Claim 21 (original): The gaming device of Claim 16, wherein each position is based on the selected position move and any previously determined position.

Claim 22 (previously presented): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by said at least one processor cause said at least one processor to operate with said at least one display device and said at least one input device to control a play of a game after a placement of a wager by:

(a) causing a selection of one of a plurality of position moves;

(b) after causing the selection of the position move, determining one of a plurality of positions based on the selected position move, a plurality of awards are associated with a plurality of said positions;

(c) after determining one of said positions, associating a terminator with at least one of said positions;

(d) forming an offer based on any award associated with the determined position;

(e) enabling a player to accept or reject said offer;

(f) providing said offer to the player if the player accepts said offer; and

(g) if the player rejects said offer, repeating steps (a) to (g) until the player accepts said offer or said determined position is associated with the terminator.

Claim 23 (previously presented): The gaming device of Claim 22, wherein when executed by said processor, said plurality of instructions cause said processor to operate to control the play of the game by enabling the player to select said position moves.

Claim 24 (original): The gaming device of Claim 22, wherein each position is based on the selected position move and any previously determined position.

Claim 25 (previously presented): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a) causing at least one processor to execute the plurality of instructions to determine an initial position from a plurality of positions, an award is associated with each of said positions and each of said positions is in one of at least two ranges of positions;

(b) causing at least one display device to display the determined position;

(c) enabling a player to accept or reject the award associated with the determined position;

(d) providing the player said award if the player accepts said award;

(e) if the player rejects said award and said position is in a first range, causing the at least one processor to execute the plurality of instructions to cause a selection of one of a plurality of position moves associated with the first range of positions, said position moves associated with the first range of positions each include positive values;

(f) if the player rejects said award and said position is in a second range, causing the at least one processor to execute the plurality of instructions to cause a selection of one of a plurality of position moves associated with the second range of positions, said position moves associated with the second range of positions each include positive and negative values;

(g) causing the at least one display device to display the selected position move;

(h) causing the at least one processor to execute the plurality of instructions to determine another position from said plurality of positions, said other position is based on said previously determined position and said selected position move; and

(i) repeating steps (b) to (h) until said award is a final award.

Claim 26 (original): The method of Claim 25, which includes enabling the player to determine said initial position.

Claim 27 (original): The method of Claim 25, wherein the position moves in the second position range include a value component and a positive or negative component.

Claim 28 (original): The method of Claim 27, which includes enabling the player to determine said positive or negative component for at least one of said position moves.

Claim 29 (original): The method of Claim 27, which includes independently determining the value component and the positive or negative component for at least one of said position moves.

Claim 30 (original): The method of Claim 25, which includes operating the gaming device through a data network.

Claim 31 (original): The method of Claim 30, wherein the data network is an internet.

Claim 32 (previously presented): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a) causing at least one processor to execute the plurality of instructions to cause a selection of one of a plurality of position moves after a placement of a wager;

(b) causing at least one display device to display said selected position move;

(c) causing the at least one processor to execute the plurality of instructions to determine one of a plurality of positions based on the selected position move after selecting the position move, a plurality of awards are associated with said plurality of positions;

(d) causing the at least one display device to display the determined position;

(e) causing the at least one processor to execute the plurality of instructions to associate a terminator with at least one of said position moves after determining one of said positions;

(f) causing the at least one processor to execute the plurality of instructions to offer the award associated with the determined position to a player;

(g) enabling the player to accept or reject said offered award;

(h) providing said offered award to the player if the player accepts said offered award; and

(i) if the player rejects said award, repeating steps (a) to (i) until the player accepts the offered award or said terminator is associated with the selected position move.

Claim 33 (original): The method of Claim 32, wherein each position is based on the selected position move and any previously determined position.

Claim 34 (original): The method of Claim 32, which includes enabling the player to select said position moves.

Claim 35 (original): The method of Claim 32, which includes operating the gaming device through a data network.

Claim 36 (original): The method of Claim 35, wherein the data network is an internet.

Claim 37 (previously presented): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a) causing at least one processor to execute the plurality of instructions to cause a selection of one of a plurality of position moves;

(b) causing at least one display device to display the selected position move;

(c) causing the at least one processor to execute the plurality of instructions to determine one of a plurality of positions based on the selected position move, a plurality of awards are associated with said plurality of positions;

(d) causing the at least one display device to display the determined position;

(e) causing the at least one processor to execute the plurality of instructions to associate a terminator with at least one of said position moves;

(f) causing the at least one processor to execute the plurality of instructions to offer the award associated with the determined position to a player;

(g) enabling the player to accept or reject said offered award;

(h) providing said offered award to the player if the player accepts said offered award; and

(i) if the player rejects said offered award:

(1) causing the at least one processor to execute the plurality of instructions to increase at least one award associated with at least one position, and

(2) repeating steps (a) to (i) until the player accepts an offered award or said terminator is associated with the selected position move.

Claim 38 (original): The method of Claim 37, wherein each position is based on the selected position move and any previously determined position.

Claim 39 (original): The method of Claim 37, which includes enabling the player to select said position moves.

Claim 40 (original): The method of Claim 37, which includes operating the gaming device through a data network.

Claim 41 (original): The method of Claim 40, wherein the data network is an internet.

Claim 42 (previously presented): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a) causing at least one processor to execute the plurality of instructions to cause a selection of one of a plurality of position moves;

(b) causing at least one display device to display the selected position move;

(c) causing the at least one processor to execute the plurality of instructions to determine one of a plurality of positions based on the selected position move, a plurality of awards are associated with said plurality of positions;

(d) causing the at least one display device to display the determined position;

(e) causing the at least one processor to execute the plurality of instructions to associate a terminator with at least one of said position moves;

(f) causing the at least one processor to execute the plurality of instructions to offer the award associated with the determined position to a player;

(g) enabling the player to accept or reject said offered award;

(h) providing said offered award to the player if the player accepts said offered award; and

(i) if the player rejects said offered award:

(1) causing the at least one processor to execute the plurality of instructions to increase a plurality of awards associated with a plurality of said positions, and

(2) repeating steps (a) to (i) until the player accepts an offered award or said terminator is associated with the selected position move.

Claim 43 (original): The method of Claim 42, wherein each position is based on the selected position move and any previously determined position.

Claim 44 (original): The method of Claim 42, which includes enabling the player to select said position moves.

Claim 45 (original): The method of Claim 42, wherein each of the awards associated with each of said positions is increased if the player does not accept said offered award.

Claim 46 (original): The method of Claim 42, which includes operating the gaming device through a data network.

Claim 47 (original): The method of Claim 46, wherein the data network is an internet.

Claim 48 (previously presented): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a) causing at least one processor to execute the plurality of instructions to cause a selection of one of a plurality of position moves;

(b) causing at least one display device to display the selected position move;

(c) causing the at least one processor to execute the plurality of instructions to determine one of a plurality of positions based on the selected position move, a plurality of said positions are associated with a plurality of awards including at least one maximum award;

(d) causing the at least one processor to execute the plurality of instructions to associate a terminator with at least one of said position moves;

(e) forming an offer based on any award associated with the determined position;

(f) enabling a player to accept or reject said offer;

(g) providing said offer to the player if the player accepts said offer; and

(h) if the player rejects said offer:

(1) causing the at least one processor to execute the plurality of instructions to modify said maximum award based on any award associated with the determined position, and

(2) repeating steps (a) to (h) until the player accepts an offer or said terminator is associated with said selected position move.

Claim 49 (original): The method of Claim 48, which includes increasing at least one award associated with at least one of said positions if the player rejects said offer.

Claim 50 (original): The method of Claim 48, which includes enabling the player to select said position moves.

Claim 51 (original): The method of Claim 48, wherein each position is based on the selected position move and any previously determined position.

Claim 52 (original): The method of Claim 48, which includes associating a terminator with a plurality of said position moves.

Claim 53 (original): The method of Claim 48, which includes operating the gaming device through a data network.

Claim 54 (original): The method of Claim 53, wherein the data network is an internet.

Claim 55 (previously presented): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a) causing at least one processor to execute the plurality of instructions to cause a selection of one of a plurality of position moves after a placement of a wager;

(b) causing at least one display device to display the selected position move;

(c) causing the at least one processor to execute the plurality of instructions to determine one of a plurality of positions based on the selected position move after the selection of the position move, a plurality of said positions are associated with a plurality of awards;

(d) causing the at least one display device to display the determined position;

(e) causing the at least one processor to execute the plurality of instructions to associate a terminator with at least one of said positions after determining one of said positions;

(f) forming an offer based on any award associated with the determined position;

(g) enabling the player to accept or reject said offer;

(h) providing said offer to the player if the player accepts said offer; and

(i) if the player rejects said offer, repeating steps (a) to (i) until the player accepts said offer or said determined position is associated with the terminator.

Claim 56 (original): The method of Claim 55, which includes enabling the player to select said position moves.

Claim 57 (original): The method of Claim 55, wherein each position is based on the selected position move and any previously determined position.

Claim 58 (original): The method of Claim 55, which includes operating the gaming device through a data network.

Claim 59 (original): The method of Claim 58, wherein the data network is an internet.